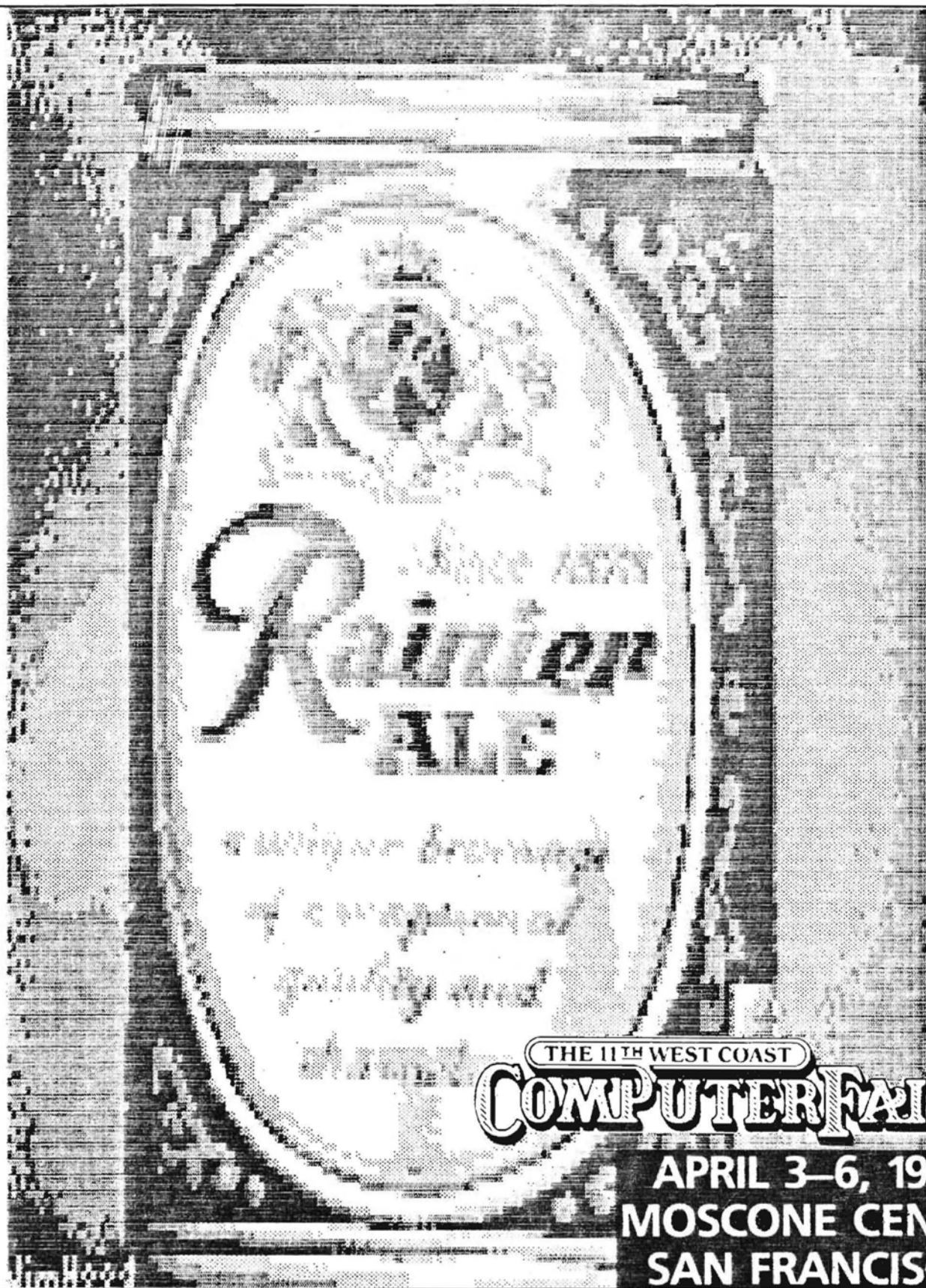


SLCC Journal

San Leandro Computer Club

April, 1986



THE 11TH WEST COAST
COMPUTER FAIR

APRIL 3-6, 1986
MOSCONE CENTER
SAN FRANCISCO

Beginner's SIG

RICHARD STIEHL

NOW THAT IT IS PLUGGED IN...

If you consider yourself a beginner ATARI Computer User, then this is the place for you! Once a month the Beginner's SIG meets at the San Lorenzo public library.

A variety of subjects are discussed from "Booting" DOS, to connecting peripherals, to the ATARI computer itself, and how to utilize these effectively. We have even looked at and discussed certain software.

If you have any questions whether of a beginner's nature or otherwise, please come to the BEGINNER'S S.I.G. or you may feel free to call me at the following number during the day or evening: 835-9857. If I can't answer your question I will find someone who can.

Please see the CLUB CALENDAR for the date and time of the next meeting.

Software Exchange

TOM TISBY & RON DEVINE

WANTED: Users interested in trading their public-domain disks with the San Leandro Computer Club. Experience not required. All that is required however, is that you have some good new public-domain software. Individuals, national user groups, and international user groups may donate. All others can donate also too. REWARD: Free Floppy-Of-The-Month of your choice for each public-domain disk filled. If you like to participate, write for more information and/or send your disk(s) to:

Tom Tisby & Ronald Devine C/O
San Leandro Computer Club
P.O. Box 1525
San Leandro, CA 94579

Please mark "DO NOT FOLD" on your envelope.

SLCC Journal

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. Membership fees are \$20 per year. Membership includes access to the computer library, subscription to the Journal, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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JOURNAL SUBMISSIONS

The SLCC Journal will accept any articles written by members on any topic found pertinent to the club. We will accept articles in any form, although we would prefer articles be submitted on Atariwriter files.

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From the Editor's Desk

RON SEYMOUR & TOM BENNETT

WELCOME TO THE
WEST COAST COMPUTER FAIRE!

HEADLINE: SLCC BOOTH DISPLAYS ATARI LINE

The San Leandro Computer Club (SLCC) marks our third consecutive appearance at the 11th Annual West Coast Computer Faire on April 3-6, at the Moscone Convention Center. You will find us at booth #702. And we have a lot of surprises for you!

Coming off of last year's successful showing at the Faire, we felt we had a chore ahead of us to try and duplicate what we had accomplished. But we just may do it again.

The SLCC and ABACUS (Atari Bay Area Computer User Society) will jointly be displaying the Atari line. We both have commitments to show the new 1040ST, along with the balance of the current Atari products.

HEADLINE: SLCC PREVIEWS THE MAC CARTRIDGE

We are not sure what ABACUS is showing, but you will be able to see many interesting and innovative new developments at the SLCC Booth.

The SLCC will unveil the new Mac Cartridge, designed and developed by David Small and Joel Rosenblum. This new cartridge will allow you to run Apple Macintosh software on the Atari 1040ST.

We will also be showing the new Hippo Digitizer, Hippo E-prom burner, and Hippo's Voice Digitizer along with other new demo programs and hardware for the ST.

We will also be demoing new 8 bit software and hardware (and possibly the new Atari Printers). There should be a good balance of 8 and 16 bit items for you to see. Watch for many unannounced demos.

There has also been a commitment from Atari to supply us with give-aways throughout the show.

HEADLINE: SLCC SPONSORS ATARI CONFERENCE

Sunday will be packed with interesting conferences that will include a 90 minute Atari Conference. "The Atari Resurgence" will be the topic of a panel discussion hosted by the San Leandro Computer Club. The panel will be moderated by David Small, and the panel tentatively includes Chris Crawford, Bill Wilkinson (Compute Magazine), Sam and Leonard Tramiel (Atari), and Jim Capparelli (Antic). The conference will be

from 11:00 AM to 12:30 and is currently scheduled in room #270.

ABACUS also is scheduling a meeting that will be going throughout the day. And a Lucasfilm PIXAR presentation is scheduled for 1:00 PM.

There is also a possible Hospitality Suite tentatively scheduled for Saturday night to be hosted by Atari. Should the Hospitality Suite not materialize, there will be a general meeting for all visiting Atari users at a local Pizza parlor or restaurant. During your visit to the SLCC booth on Saturday, check with us for the Saturday night schedule.

Although we have no idea of the extent of Atari exhibits at the Faire, we think you will have plenty to keep you busy. You should also be able to find some extraordinary buys throughout the show.

If you are interested in assisting us with the faire, please contact Bob Barton (352-8118), Jim Hood (534-2197) or Tom Bennett (276-4466). Last year's schedule filled up very quickly, and there will be limited openings this year. Our booth size is scheduled to be twice the size of last year, and we will need extra help. The two days that we seem to have trouble filling with help are Thursday and Friday, April 3 and 4.

We will be displaying 2 1040ST's, 2 520ST's, and 2 130XE's, so we will need at least 6 people in the 10x20 booth at any given time.

There should be additional information about the Faire at the main meeting on April 1st (no fooling).

SLCC BOOTH AT WEST COAST COMPUTER FAIRE

BOOTH NUMBER 702

APRIL 3 - 6, 1986

MOSCONE CONVENTION CENTER

SAN FRANCISCO, CALIFORNIA

SLCC ATARI CONFERENCE

SUNDAY, APRIL 6, 1986

11:00 AM TO 12:30 PM

ROOM #270

(Check conference schedule to confirm)

Printer Tools

STEWART J DIMON

Typesetter ST - A Review

I have read several reviews on this product. In ANALOG, there was a rather complimentary review of the 8 bit version of the product. ST Applications was less than totally complimentary in regards to the product. In fact, in this last issue, there was a very long "rebuttal" written by the Vice-President of XLENT Software. With all of this controversy looming, I just had to get a copy of this and see what all the fuss was about.

I am happy to report that Typesetter ST is a good product. Even the documentation indicates that it is not complete. "The version of Typesetter ST that you now have is a very powerful utility. However, it is not the product that XLENT wanted to deliver." (page 1, Typesetter Manual) Well, all I can say, is that to some extent, I agree. There are definitely a few things that would have been nice to add to the program. But, it is powerful enough to allow you to "typeset" a page.

Included with the program, are utilities that will convert Low res files, generated in Neochrome or Degas, into either High or Medium Res screens that you are able to incorporate into your page. Typesetter allows you to integrate both Text and graphics on a single page, and in some ways it is very much like the popular Print Shop program. However, it has some advantages. For instance, you may mix different fonts, on a single line, along with graphics, pictures and/or Graphics characters.

I have been successful in creating a page of plain text, a page that combines text with graphics (from Typesetter), a page that took a Neochrome file and combined it with text and a page that took a Degas file and combined it with text. This will be a very good tool for creating covers for newsletters, calendars, or advertisements combining text with graphics.

So what are the problems? Well, it turns out that there are a few things that could be "tweaked out."

First : Although there is documentation, it is very sketchy. Many of the options allow for a variety of object sizes, however, rather than show and tell you how large/small they are, the manual suggests that if you really want to test the power of the package, it is a good idea to experiment with the various options, before you proceed with your page(s). So, the documentation could use a little work. The

different sizes of the various boxes, circles and pies, could be documented.

Second : Although this is not meant to be a full fledged screen editor, there are still several functions that would be good to add. An "Undo" function allowing you to cancel an error, without having to reenter your previous work. A mark + move/delete/copy function would also make some operations significantly less frustrating.

Finally : It would be nice if the product used the Gem Interface. I realize that Typesetter was done to fill a niche in the software market, but it would add a great deal to the ease of use, if they could move away from the function keys and to the mouse.

Overall, I would rate this product a "B" (on a scale of A - F). With the addition of a few more capabilities, it just might move into that "A" category. It is a powerful utility that adds one more capability to the ST. Anyone that wants to combine their NEO/Degas pictures with some text will find this a very useful program. Imagine for a moment how this will be when the video digitizers come out, create files in NEO/Degas formats, and can be combined with customized printing using Typesetter. Now that's power, without the price.

Typesetter ST works on Epson Compatible, NEO and Prowriter printers. It retails for \$39.95 and is a "must see" for all ST owners.

Game Notes

STEWART J. DIMON

Backgammon Everyone!!!

WOW!!! I am really impressed!! What is it that has impressed me so? Well, it is none other than Backgammon by Hippopotamus. With the wealth of options, and the configurable game, there is little to complain about. Oh yeah, it "seems" sometimes as if the computer knows what the next couple of dice rolls will be, and it always seems to get those doubles whenever it needs them, but come to think of it, so do the "Human" opponents that I have played. Perhaps I need a new pair of dice.

The first thing that hits you is the graphics. Hippo has done a FIRST RATE job with this game. On the monochrome, the shadings make the objects on the screen look almost 3-dimensional. The pieces move very smoothly across the screen, the board has a genuine look about it that draws you toward it. Things move quickly, with the exception of the initial board set-up, but I hear that in the newer release of the package, this

has been sped up.

This game uses the gem Interface very well. Not much more can be said, but that it is EASY to play this game. Admittedly, I had not played the game in quite a few years against any human opponents, and I was rather rusty, but it all came back to me rather quickly. You see, Hippo Backgammon is a game that puts you (the Human), against the computer. There are two "robots" that you can play against, and you may, if you'd like, have the two robots play against each other. The speed of play is variable, and you can set it from very slow to an almost blinding rate of game playing. After watching this for a while, I decided that it was my turn. You may choose whether to compete against either "Robot A" or "Robot B." I didn't know this at first, so I challenged "A." (The default.) Guess what? I lost. Big surprise. But the next game, I won!! I was impressed by the game (and also HOOKED.) I think I stayed up until two a.m. that next morning (fortunately, it was NOT a work day) and played all sorts of configurations.

Unfortunately, the disk is copy protected. But, it is "only" a game. That is NOT to say that I condone the use of copy protection, it is just that I find it "tolerable" (albeit BARELY) when the software in question is a "game." Anyway, once into the game, you may choose an opponent ("A" or "B"), and a skill level, (Expert, Medium or Novice). Although I have won and lost to all of the configurations, it is much easier to win against the novice setting. As you get better and better at the game, you can progress to the more difficult settings until you are playing against "B" at the Expert setting. Still not enough of a challenge?? Hippo Backgammon allows you to get at the "brains" of the robots. There are two sides of the brains, the "Cortex" and the "Neurons." The neurons tell the robots the importance of each board position, and the cortex controls the overall strategy that the robots use. You may also check a chart of statistics, inquire about the current score, and even change sides, if you want to see how the computer would play a particular situation. Another nice thing, is that you may undo previous moves. This allows you to see how certain things led up to others, and how they have affected the overall game. (A side effect of this, is that you may "cheat", that is, CHANGE a move that has already taken place, kind of gets back at the computer for knowing the next roll of the dice)

And you get all this for, \$39.95 retail. Compared to some things I've seen, this is a bargain. However, in the true "Power Without the Price" way of thinking, \$39.95 is a little bit much for a game. Of course this is the suggested retail price.

It is quite possible to purchase it for \$10 - \$15 LESS than this, if you shop around.

Overall, I would give this product a high "B" (on an A - F scale). The very nice graphics, ease of use, and high level of playability all add up to make this a "must see" for anyone with an ST computer. It works in both Color and Monochrome, so that anyone will be able to use the program, no matter which configuration they own.

BBS Column

MIKE SAWLEY

In my never ending search for the ultimate BBS program for the Atari, I've come across a most interesting one. It is called Carina BBS. It is unique in a number of respects. First, it is made up of a number of separate programs that are run from disk (RAM or floppy) as you issue different commands. Second, command stacking is taken to a new level. Third, with the help of a companion program called MOE (Modem Operating Environment) you are able to add to the BBS with great ease. In fact, you are able to add commands that were almost impossible until MOE.

It is rare indeed that an Atari BBS will have several totally separate programs working as a unit. This is possible because of MOE (see below). This means that you can have each module optimized for the intended function. It also means that you can add to the BBS as much as you like without fear of running out of programming RAM.

Command stacking is the process of telling the BBS what you want to do all in one line of input.

READ NEW in GENERAL, SCAN ALL in TECH, READ NEW in EMAIL, POST to JACK TRAMIEL in RUMORS, LOGOFF

That is a valid command line to Carina BBS. Care to guess how it will respond?

MOE is a ML program that handles the IOCB's among other things. With MOE you need no longer worry about closing the modem before you open a disk file for reading and then closing the disk file/opening the modem to send the data. You need only toggle the multiuser bit and MOE takes care of the IOCB's for you. You also don't need to worry about printing or putting to a device. You simply print and let MOE worry about where the data goes.

```
COMMAND -> BASIC
PASSWORD -> MYMODEM
READY
LIST 0,10
2 REM
4 REM
6 REM
8 REM
READY
DCS
```

D1: DIR D2:*.GME

* STARTREK GEM 130
CLEWSO GME 045
578 FREE SECTORS

D1: CAR

READY

RUN "D2:CLEWSO.GME"

=
=
=

That is a valid dialogue of what you can do while on-line and using MOE. Try and do that with any other Atari BBS.

I'll have more information in future issues of the Journal. Until then, give Jerry a call at the Carina BBS at 305-793-2975. He's a member of the Atari Club of the Palm Beaches, Florida.

Attention ATR owners! There are now at least two hard disk operating systems for your Atari/ATR. One is by SWP, the makers of the ATR and the other is by WILLIAM J. LURIE & ASSOC.

Though I haven't had a chance to use either of these systems, I do have pamphlets describing each. On reading them, it sounds like each unit can be booted in Atari mode and can be partitioned to hold both Atari and CP/M formats on the same disk. It should be possible to use them in Atari format with any Atari DOS that supports 1.2MB 8" DS format. This would include MYDOS 3.xxx and 4.xxx, RDOS, TOPDOS and OS/A+ 4.1.

The minimum you'll need to get started are the CONTROLLER CARD, ADAPTOR BOARDS and software. Of course, you'll already need an ATR. These can be had for about \$350. You will then need to put together the HD itself with power supply, fan, enclosure, cables. You can also purchase complete, ready to go, hard disk systems for about \$750 - \$850.

I understand that LURIE is working on a HD unit for the XL/XE PBI. This should give you extremely fast data transfer.

I'll have a number of pamphlets at the April meeting for you. If you just can't wait, then call or write to:

SWP Microcomputer Products Inc.
1000 West Fuller Avenue
Fort Worth, Texas 76115-3301
Tel: (817) 924-7759

William J. Lurie & Assoc.
P.O. Box 7315
Van Nuys, California 91409
Tel: (818) 780-1723

Our Next Meeting

DICK SCOTT

The April Meeting will be a very interesting and important meeting to attend. This meeting will be a business meeting.

There is only so much that can be done by the officers of the club, without the consent of the "general membership" of the SAN LEANDRO COMPUTER CLUB. So, it is again that time of year to NOMINATE THOSE WHOM YOU WOULD LIKE TO HAVE AS OFFICERS OF "THE SAN LEANDRO COMPUTER CLUB" for the next year. If you are not happy with the way things are going at the present time, this is "YOUR" opportunity to make the nominations of those that you believe will do the job more to your satisfaction. I for one, am pleased with the officers of the club.

Some other important business that is necessary will be for us, the members of the club, to ratify the new "CONSTITUTION" or make those changes necessary for ratification.

Because of all the business that is to take place in April, I haven't arranged for a guest speaker. We will have more time for the "FLOPPY OF THE MONTH" presentation, and maybe hear from some of our "SPECIAL INTEREST GROUP" (SIG) leaders to tell a little about their individual SIG.

Phil, eat your heart out!! I have a commitment from the BANK of AMERICA to send a representative to our "May" Main Meeting of the club. I'll have a name and more information for you in the next "NEWSLETTER".

I want to thank Lee Actor, Richard Greene, Gary Levenberg and Jessie Osborne for taking the time to come to our club meeting in March. It was certainly an impressive demonstration of the program "MIDI MUSIC SYSTEMS" (MMS) using the MUSICAL INSTRUMENT DIGITAL INTERFACE ("MIDI"). If you didn't get a chance to purchase a program at the meeting, you can still do so at the special discount price of \$55.00 by writing to:

SYNTHETIC SOFTWARE
189 DUNCAN
SAN FRANCISCO, CA. 94110

(LATE BREAKING NEWS: David Small will be stopping by our next meeting and may give us a demo of a VERY interesting ST development. - Dick.)

Disk of the Month

TOM TISBY AND RON IVINE

Well long time no see. Yes we know we have been lagging for the last two months. But since the editors must have the articles in SO early in the month now we have stepped up our operations! Ok now for April's Disk Of the Month.

SIDE ONE

BOTCH

Run this one and find out for yourselves!

RDRAW130.OBJ

Now that great drawing program for the 130XE is now machine language!

OCTET

A super graphic and sound demo.

NITEMARE

Run this program and try to get on of it without turning your computer off!

ANALYST

Have you had troubles sleeping at night? If so, then this program will help you.

SIDE TWO

SPDSCRIPT.OBJ

New Speed Script 3.0! All machine language, fast, new functions! The best Public Domain Word Processor!

SPDSCRIPT.DOC

The full documentation for Speed Script.

SG10PCLP.DRV

If you use PaperClip with a STAR 10-10 printer, here's a printer driver for you.

DLMASTER.OBJ

Display Master allows you to stretch,

squeeze, fold, flop, flip and roll any of your Micro Illustrator pictures. Watch for the demo at the meeting.

CONVERT.BAS

Rapid Graphics Converter is a program to convert picture files with themselves. You can convert the following- Micro Illustrator, Micropainter, Fun with Art, Paint, Visualizer, Moviemaker, Graphics Master, Atairgraphics and Graphics Machine.

AMODEM71.BAS

New terminal program for almost all types of modems.

Also this month we have a new disk the SLCC's UTILITIES DISK #2. On this disk we have the following.

RESCUE

A program which allows you to recover files which have been lost because of an error on your disk.

DUD

Dataset Utility Dump (DUD) will dump (print or display) in over/under chr/hex format, any DOS file or parts thereof, any valid memory address range, or any disk sector or range of sectors. Single and Double density disk drives are supported.

DISASS6502

DISASSEMBLER 6502 creates source code from machine language that can be modified, reassembled, and executed.

DOSWIZ

DOS WIZARD was written to accomplish several tasks that no other disk utility seemed to address. More info at the main meeting.

FASTDUP

FASTDUP is a fast sector-by-sector disk duplication utility.

CCS

Have you ever wished you could cram a few more games on your disk? Have you wished your backup files took up a little less of your total disk library? Or maybe you wished that some of your files took a little less time to transmit on your modem. If so, then CRIDER'S COMPRESSION SYSTEM

(CCS) is just the thing you need.

SHADOW

THE SHADOW is a file copy/disk reorganization utility for the 48K ATARI 800 home computer. It allows user-friendly cursor selection of files to be copied. The outstanding features of THE SHADOW include:

A. Copying from single to double density and visa-versa on a single or multiple disk drive system.

B. Full buffer copying.

Plus many more! On the back side of this disk are all the documentation files for every program on the front of the disk!

Guess what else we have this month! The PRINT SHOP DATA DISK #4!!!!!! Come and see us at the WEST COAST COMPUTER FAIRE, April 3-6.

One more thing if you bought Midl Music System at our last meeting, we have 3 disk full of music to be play on it ask Ron Devine or Tom Bennett if interested.

P.S. Watch for a special DOM from the Dynamic Duo!

Guest Comment

GARY C. CRIDER

A QUESTION OF DOMAINS

When you, as a home computer enthusiast, develop a program that you would like to share with others, you are faced with two primary options. First you may sell the program to a magazine, a software publisher, or to the public at large. The second option is to donate the program to the public domain (not eminent domain which is government's right to build a freeway through your living room).

As a veteran author of ATARI public domain software, I feel qualified to make the case for contributing your programs to the public domain.

Many people from all corners of the country have written, called or confronted me with the question of why I do not commercially release my software. Some have even offered to do it for me. My reasons may be too complex for me to understand, (do I have a phobia about being rich?) but I will try to relate my conscious thoughts in this area.

The first question I have to answer is

why do I write the programs to begin with? The answer is twofold. As a professional software technician turned management, I no longer have the opportunity to twiddle bits eight hours a day. In fact, when they first made me a supervisor, I no longer had a terminal and immediately started suffering computer withdrawal symptoms. The ATARI became my release valve that prevented me from becoming just another frustrated ex-technician. The programs I write, are therefore of therapeutic and recreational value to me.

The other reason I write the programs is that I have a need for them, not because the marketplace has a need for them. Every program I have written was derived from a need to perform a function for which I had no other tools. The decision to release the programs to the public domain was based on the fact that if I needed the programs, someone else might also need them. The work has already been done so why make everyone else re-invent the wheel?

Having established the fact that my personal computing is of a recreational nature, it can be deduced that recreational time is important to me. When you market software for commercial use, your time is no longer your own. You now have another job and another set of problems. Personal computing no longer becomes recreational. If a person pays fifty dollars for your program and calls and tells you that it do not work on his Acme disk drive with the Whizbang controller using Super Warp Drive, what do you tell him? Do you give him his money back? What if Whizbangs really catch on? Will you be refunding all of the money you earned just as you were beginning to show a profit over your advertising and reproduction costs? Will you find a clause in your contract with a software publisher that says you have to keep your program up with new technology? What you probably end up doing is investing more money in XE computers, Acme drives and Whizbang controllers so that you can get it to work. And what happened to that fishing trip you were going to take? When did you last see your spouse and the kids? Are they grown up now? Remember that fifty page instruction manual that took you three months to write? You now have to make an addendum and mail it to every registered owner of your software.

Anyone who authors programs will usually test the program under a variety of conditions to make sure that it works properly before releasing a copy to someone else. I guarantee that you will be astonished at the number of bugs in your program after the general public is turned loose with it. People will do things with and to your program that can only be described as unnatural acts. What do you do now? Once again you cancel your plans and retire into the den with your computer. If,

by some accident, you are still married, your spouse might slide an occasional sandwich under the door.

If you release your program to the public domain, you should feel some moral obligation to see that the program runs on the most popular configurations and system software at the time you release it. You should also make sure that it will perform as specified by you for those tasks it was intended to perform. Beyond that, you have no more obligation to support that software. Now don't get me wrong. If you put your name on it, there will be plenty of people who will have the nerve to criticize your gift to them and demand that you fix it to work with double-sided double-density eight inch disk drives, XE computers, or whatever. The nice thing about it is that you can tell them to blow it out their shorts. If, on the other hand, you sold them the program, then you can call Mom and tell her you won't be visiting for the holidays this year either.

Another benefit of selecting the public domain route is that you do not have to spend a month perfecting a copy protection routine that you hope will remain unbroken long enough that you can sell a hundred copies of your program before it is available for downloading from your local bulletin board.

What are your rewards for commercially marketing a program? Unless you are very lucky you can expect a little money, a few tax deductions, and a lot of demands.

What are the rewards for releasing a program to the public domain? Satisfaction that other people are getting benefit from your efforts; letters and phone calls (on rare occasions maybe even a dollar or two) from Atari users all over the country to thank you for what you have done; leisure time to play with your next endeavor; the comforting knowledge that you are not going to lose money on the deal; and an occasional kick in the teeth from an ungrateful beneficiary.

The next time you write a program to address your needs, please give some consideration to donating it to your local user group library or bulletin board. And please don't forget to tell us how to use it!

Guest Input

MATT RATCLIFF
ACE NEWSLINE
ACE OF ST. LOUIS

DO YOU NEED 16 BITS?

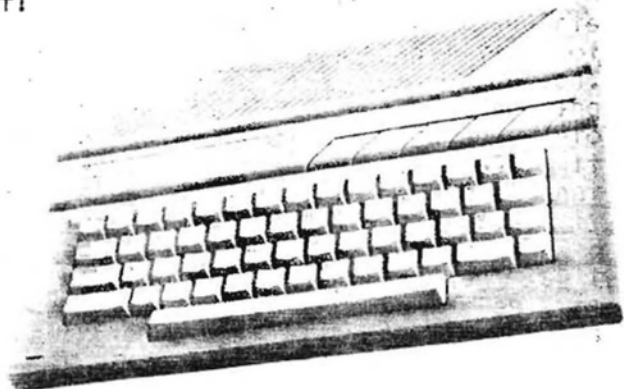
It seems that everyone wants an ST. And, why not? It has 512 colors, very high resolution graphics, and a new powerful 16 bit microprocessor. Does that mean your 8 bit Atari is obsolete? Positively not! If an 8 bit machine can get the job done, there is no need to purchase a more powerful 16 bit computer. You must ask yourself these questions:

- 1) Do I want a 520ST? (hint: YES!)
- 2) Can I afford an ST?
- 3) Do I really need an ST?

I am certain you can handle the first two questions. What I hope to do in this article, is give you enough information to answer the third question. For those of you with fears of obsolescence, I hope to quell them. I will outline the relative advantages and weaknesses of each machine - as they are now, and tell you how I answered these questions.

Bigger is better? Most Americans tend to think that way, but it isn't always true. For example, the more powerful a microprocessor is, the more complicated it is. Professional software has the potential of doing much more processing of information in less time (from databases to video games) on a 16 bit micro, but it also takes longer to write, debug, and optimize a program. The biggest problem with the above is optimizing the code. The 16bit micros can address much more memory. Programmers tend to develop the attitude "why optimize the code, we have memory to burn". The end result may be a sloppy program, that is slow and wasteful of memory, which does not live up to the full potential of the 16bit machine. On an 8 bit computer, most large applications programs must be optimized for memory efficiency. Invariably, tight memory miser programs are also incredibly fast!

The ST BASIC is out now. It has lots of bells and whistles. It fully supports the graphics and windowing capabilities of the system, to the point of frustration. Logically grouped functions, such as editing and listing, have been separated into different 'windows' ... a wierd concept! It is also a rather slow BASIC. Everyone that has seen ST BASIC has been disappointed. It does not seem to run much faster than an 8 bit machine. Why? Again, bigger isn't always better. The ST BASIC tries to support everything with many new commands



(and it could still use BOX, PBOX, and several other commands). More commands means more "searching" for the interpreter that processes each command as your program RUNs. With BASIC XL or BASIC XE from OSS on your 8 bit Atari, you can run benchmark programs to rival the ST BASIC. The OSS BASIC XL/XE programs were optimized (as the company name claims) for speed, specifically for the 8-bit Atari. The new ST, and many other 16 bit micros, have their programs written in a language called 'C'. It is compiled into machine language. This makes for faster software development, easier maintenance (updates and debugging), and "portability". Many vendors write their original software in C and recompile it, with minor machine specific changes, for several different computers. This increases the vendors' market base and brings new software to the users in less time. But the resulting program may suffer in the speed and memory efficiency areas.

Developing software on the ST is going to be much slower than on the 8 bit. True, the C and assembly languages for the ST's 68000 are more fluent dialects than anything you will ever attempt on a 6502, but the difference is the 'compiler'. Everything for the ST is now disk based and of the traditional separate editor, compiler, linker, and debugger utilities. You are constantly loading different programs and creating all sorts of files along the way, until you finally get to executable code. And if the final product doesn't work, you have to back up to the editor and begin the whole process once again.

We 8 bit programmers have it nice, however. OSS brought us MAC/65, the defacto standard in software development for the Atari 8 bit computers. I am convinced that this powerful macro assembler is the fastest 6502 compiler ever produced. This assembler can reduce 40K of 'source' into executable object code in a mere 10 seconds. MAC/65 provides editor, assembler, and debugger in one package. Each is only a command away. Ramdisk will speed up compiles on the ST, but it does on the 130XE as well (when the source is too big for in memory compiles).

It is easier to write a program for the ST because the 68000 is incredibly powerful. However, it is much less time consuming (and subsequently less frustrating) to compile, test, and debug software on the 8 bit Atari's. But then it takes a whole page of source code for a general purpose multiply or divide routine on the 6502 machine, while the 68000 can do either in a single instruction!

Of course, new software is being written all the time. Eventually there will be incredibly fast and versatile utilities and compilers for the ST as well. Just remember, the old 8 bit Atari's were out for

several years before MAC/65 and BASIC XL hit the market.

One of the problems with 16 bit machines is that everything is being done in high level languages. The assembly language programmers are becoming fewer and farther between all the time. The "art of assembly language programming" is what turned those 3 puny 8 bit registers of the 6502 into some of the fastest most powerful graphics computers ever built (Atari, Apple IIe, Commodore 64) and set the standard for future generations (520ST, Macintosh, Amiga). The fastest, most efficient programs are written in assembly language, anything else is second best. (In 16 bit machines, the power and speed of the microprocessor are expected to make up the difference for high level languages.) If you want to learn assembly language, learn it on a 6502 - programming on anything else, in any other "more powerful" language is child's play. If you are fed up with the limitations of the 6502 and lack of memory for "serious" applications software, then the 520ST is the most logical step. Learning to program the 68000, after years of 6502 work, will be as simple as stepping out of a '65 Volkswagen Beetle and learning to drive a new Porsche 944, Turbo - 'the ultimate driving experience!'

A more powerful machine means higher price. You will pay more for ST software. With this new 'competition', 8 bit Atari software continues to fall in price. Are you worried that new programs will not be produced for the 8 bit? Why? Do you need a new word processor better than Paper Clip or Atari Writer? I don't! More memory means more program space. But, when was the last time you got an out of memory error writing a BASIC program? I haven't since I owned a 16K Atari 400. If you do need more programming space, BASIC XE on the 130XE gives you 60K of program space and 30K for array and variable storage. This package is certainly cheaper than buying an ST system.

Do you need better graphics? If so, maybe you haven't played BALLBLAZER or RESCUE ON FRACTILLIS. If better graphics is a must, you will be pleased to know that the 520ST has higher resolution in monochrome mode than the Apple Macintosh. Not only that, the complete 520ST color system plus a 1 megabyte RAM upgrade is cheaper than a 128K to 1 MEG RAM expansion being sold for the Macintosh (Beck-Tech add in ONLINE TODAY, a CompuServe publication). Do you need better database capabilities, faster file I/O, and more standard interfacing capabilities? Then the ST can meet your needs. Do you need a midi interface for your CASIO CZ101 synthesizer? The ST has the hardware, and software shouldn't be far behind. (Midi communication is easily accessed from ST-BASIC in the mean time.) If you want to do genuine magic with

assembly language, the 68000 of the ST is 20 times more powerful (in terms of total internal register space) than the 6502 - and it hums at 8 megahertz, about 8 times faster than the 8 bit Ataris.

Do you need an ST? Maybe not, but for the price you can't purchase more raw computing power. If you dump your 8 bit machine to get an ST, it will be sorely missed! While waiting for a new ST program, you could be using the old reliable 8 bit version that has been around a few years.

Me? Of course I wanted one. I couldn't afford NOT to get one, since my writing has supported my 'habit' (computers) for a long time now. Did I need one? Well, yes - not because my 130XE did not do EVERYTHING I wanted it to, but because, as a writer and advocate of the Atari segment of the computing world, I must keep up with the times. I still prefer assembly language programming on the 130XE with MAC/65 until maybe OSS comes out with a MAC/68K?

* * * * *

R-TIME 8 and SPARTA DOS 3.2 Reviews

R-TIME 8 with Sparta DOS 3.2 \$69.95

This is a follow up of the Sparta DOS Construction set review, which appeared in the Feb. '86 ANALOG. The following is an abbreviated review. Keep your eye on ANALOG for a complete technical review.

The R-Time 8 from ICD is a real time clock cartridge for Atari 8-bit machines (except for the 400). It is designed to work with the newest version of Sparta DOS, 3.2b (provided with the product). The major enhancements for version 3.2b will be detailed later.

ICD's excellent documentation gives complete technical information on the R-Time, for use with their competitor's DOSs. The "RTIME8" command file is provided for using the R-Time with nearly all Atari compatible DOSs.

The R-Time plugs into the right hand slot of the Atari 800. It has an expansion port on top, for use with the XL/XE machines. I have not had any problems with using cartridges piggybacked in this way. Battery replacement is quite simple. The R-Time has gold connectors at both ends for reliable interfacing. Do you need the R-Time? It is primarily a convenience device, eliminating the need to enter the time and date whenever you boot the Atari. If you are hooked on Sparta DOS, like I am, it is certainly a useful addition.

As mentioned in the SDCS review, the sector copy utility SCOPY is now available. When using SCOPY, you have several "slash"

options. If none are given, a disk to disk sector copy is done. This is not a "pirate" utility! If any bad sectors are found, the copy is aborted. A /U tells SCOPY that the source disk has UltraSpeed (tm) sector skew, or to write it on the destination. A /R indicates that the disk is really a ramdisk (only with RD.COM, see below). An entire disk may also be compacted to or uncompactd from a file, just by specifying a filename. You can easily transfer entire disks over the modem this way. A partially full disk can be compacted into ramdisk on the 130XE. Then it can be uncompactd like crazy to destination floppies, a great way to make your 'disk of the month' for Atari user groups. If your drive has the US Doubler, SCOPY does its reading and writing at UltraSpeed (tm), no matter what type of disk you are duplicating. It is one fast utility!

Now either the R-Time or the software system clock can be hooked into Atari BASIC, or just about anything else by, adding a Z: handler to the system. It is installed with the ZHAND command file. The Z: handler may be treated just like any other device in the system, using OPEN, CLOSE, GET, PUT, and XL commands for complete control of clock functions.

The new ramdisk command, RD.COM, automatically diagnoses what hardware configuration you are running. It recognizes the 130XE, a 64K upgrade for the 130XE from Ron Boling, and ICD's new 256K RAMBO XL upgrade for the 800XL and 1200XL computers. RD260 supports the 800XL RAM upgrade that was published in the September 1985 Byte magazine, by Claus Buchholz. With these upgrades you can have a true double density, 192K ramdisk!

"Sparta DOS is ready to be the DOS of choice for hard disk use", according to the manual. SDCS 3.2b provides full support of the Supra hard disk. You are given flexible control of drive selection for booting and configuring the system (as opposed to Supra's MYDOS 4.0, which locks you into one configuration). If you like SDCS on a floppy, you will love it on a hard disk!

In 2.3 revisions of SDCS there were some conflicts for RAM hidden under the operating system ROMs, if you used OSS BASIC XE (BXE). SDCS 3.2b now fully supports BXE. When booted, SDCS checks to see if BXE is installed. If so, it automatically reconfigures itself for BXE compatibility.

The above features come on a disk with your R-Time, but is not complete. You must purchase the SDCS (or US Doubler complete with SDCS) separately to get other command utilities and additional documentation.

Some may still have reservations about this DOS, however, since it is not a 'standard' format. True, you cannot boot

Atari DOS 2.0S and then load a file from a Sparta DOS disk. I was a little skeptical at first, and worried about having to convert all my files to a new DOS. But, after using Sparta DOS for several months, I am sold. Since Sparta DOS can read any other DOS disk, I have not bothered to convert any of my disks. There is no need to. Because Sparta DOS is density smart, you don't have to 'reconfigure' every time you put in a different density disk, a common annoyance with some other DOSs. Once you boot Sparta DOS, it just doesn't matter what disk you put in the drive. You don't even need to know, Sparta DOS does all the thinking for you.

The R-Time makes a superb DOS even better. The ramdisk and UltraSpeed (tm) I/O have saved me countless hours in developing programs and articles for ANALOG. Sparta DOS 3.2b is the standard by which all other Atari DOSs should be measured.

Mat*Rat - Remote Sysop Gateway City BBS
St. Louis, MO --- BBS # (314)-647-3290

Software Review

KEVIN MCSORLEY
PACUS REPORT

TRIVIA MANIA
XLent Software

Trivia Mania from XLent Software seems to be just that... a product trying to cash in on the Trivia Mania that swept the country a year or so back. With the advent of the Trivial Pursuit board game EVERYONE was playing trivia. Jeopardy even came back on the tube.

There aren't too many good things that I can say about this piece of software. There are some good questions in some of the categories that come with the program, and at times some of the choices for the multiple choice answers show some wit, but that's about all the nice things I can say.

Each category holds 100 questions. Although that may seem like a lot of questions, it's not. I find I can zip through a category in a couple of minutes, and once you've completed a category, there is little desire to go back and try it again to see if you can get more right answers. The same questions would come up, and boredom follows quickly. There are 1,800 questions provided on the disks that come with the program. I figure I could go through the lot of them in a couple of hours, if I thought I could sit still through it that long.

Trivia is no fun alone. Although this program allows up to 4 players, each player plays alone. If you play with 4 people, player number 1 answers 25 questions, the player number 2 answers 25 and so on. Trivia is meant to be played head to head. With this program it is more in the line with "Let's all play and then compare how much fun we each had".

The strong point of this program was supposed to be that it is also a Trivia Construction Set. You can make your own categories and write your own questions. If you write your own questions, of course you won't be able to play, because you would know all the answers, so you would have to find someone else with Trivia Mania and swap files between each other (and then compare how much fun you had?).

I also have a beef with the editor for making your own questions. Each question can be up to 30 characters long. If the first question you write is, lets say 25 characters long, and then you write question number 2, and it is only 20 characters long, the last 5 characters from question number 1 will "bleed through" at the end of question number 2, making no sense at all. The only way I have found to get around this is to make all questions 30 characters long, inserting spaces at the end of the question if necessary.

Like I said before, this program looks like it was made just to cash in on the trivia craze. It lists for \$29.95. My suggestion... PQ Party Quiz is being sold by most dealers for under \$20.00 now. That one can be played by 4 people all at the same time, head to head, like trivia is supposed to be played. Get PQ, not Trivia Mania.

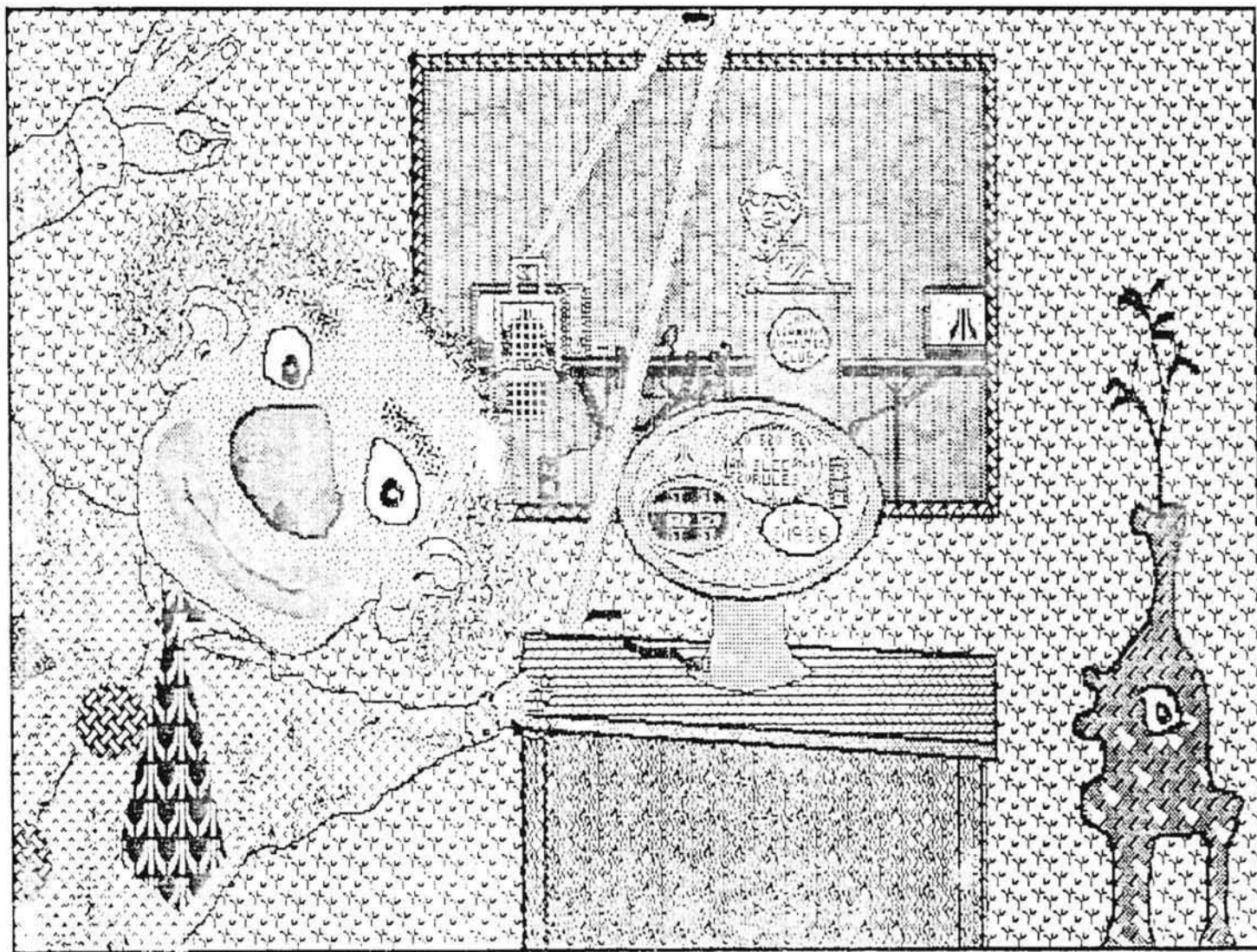
The 11th Annual West Coast Computer Faire

Moscone Center, San Francisco
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SLOP Journal

San Leandro Computer Club

April '99



SLOP GUEST SPEAKER UNVEILS THE NEW 600040ST, THE FIRST TELEPATHY-CONTROLLED 600MEG ST, SHOWING THAT ANY BOZO CAN OPERATE THIS MACHINE.

News Room

TRENDY WOODZ

NEWSBITS

NEW EMULATION SYSTEM FOR AMIGO

Commode Business Machines, in a move believed intended to spur sales of the new Amigo, has announced a new emulator product for the computer. The new product allows the Amigo to emulate one of Commode's previous best-sellers, the TRIC-20. The device attaches to the Amigo's expansion bus and features cartridge slots, a cassette interface port and 5K of RAM.

"We think this device greatly increases the flexibility and versatility of the Amigo," gloated Rick Geigerkounter, Amigo general manager. "With our multi-tasking feature, we can have up to eight TRIC-20 programs running at once. This allows us to take advantage of the large library of TRIC-20 software. It also rids us of those annoying system crashes."

Also excited about the new product was Flip Gawkins, president of software publisher Electronic Warts. "We are considering TRIC-20 versions of our Amigo software line, such as Deluxe Crayola, Two on One and the Drywall Construction Set. This way we can sell these products both to new Amigo buyers and to the TRIC-20 market. I think this proves my point that the Amigo is the computer of the future."

Industry rumor monger Jerri Lewis of Dataquash in San Jose saw the release of the emulator as a move to gain sales for financially troubled Commode. "In their position, they need to keep releasing new products. Otherwise, the Amigo's chances are, well, straight down the commode."

ABM WORKING ON PC CLONE

Awesomely Big Machines of New York, facing a PC sales slump, is reportedly working on its own PC clone. Industry insiders claim the move is intended to turn back the flood of cheap PC look-alikes from the Orient.

One source, who asked not to be named, said a prototype of the new PC clone "looked just like the standard ABM PC with the nameplate and serial numbers ground off". He also claimed, surprisingly, that the PC clone will be built in America. "With the Japanese, Taiwanese and Koreans all dumping chips and components on the U.S. market at low prices, ABM can actually assemble the

machines with American labor and keep the prices lower than the other clone makers."

Another key, he said, was marketing strategy. "In normal retail sales, you have manufacturers, shippers, distributors, wholesalers and retailers each taking their cut. The customer's final cost reflects the profits of all these people." For the new PC clone, ABM is considering a direct distribution scheme. "The systems will be sold out of the back of trucks parked in front of bars in major urban areas, by guys named Vito." The computers will not be sold under the ABM label, but will be called the "Hot" PC instead.

Asked if he thought the "Hot" clone would further erode PC sales, rather than grabbing the clone market, our source claimed not to think so. "Most people who buy ABM don't know computers from a hole in the ground; they buy because of the ABM name, reputation and high price."

ABM spokesman Bert Wiseguy, when questioned about the reports, refused to confirm or deny them. He did indicate that ABM had scheduled a major product announcement for April 1st, however.

NEW COMPUTER HEALTH HAZARD CLAIMED

Medical researchers today announced a major new study that implicates computers in yet another health hazard - overweight. Dr. Nathan Feelgood of the Institute for Advanced Obesity in Orson Wells, Nevada, said that computer programming was linked to weight gain in virtually all of his tests.

"In our animal studies, we found a strong connection between computer usage and weight gain. Rats in a control group that were kept away from computers showed no appreciable weight gain for the length of the study. Offered a variety of foods, they chose a diet of fresh fruits, green and yellow leafy vegetables, alfalfa sprouts, tofu, pasta, goat cheese, mineral water and mesquite-grilled fish or poultry. They also preferred healthy exercise like jogging, tennis or swimming."

"On the other hand, rats who were taught to program computers preferred a diet of pizza, Coca-Cola, TV dinners, Hostess Ding-Dongs, ice cream bars and microwave popcorn. None of them got any exercise, staring at the CRT screen for hours while hunched over the keyboard." This was particularly true of rats taught assembly language, the so-called "hacker" group, he said.

"All the rats in the programming group showed a significant increase in body weight. I think this clearly demonstrates one of the health hazards associated with

computer usage," he concluded.

Feelgood also replied to charges made recently by animal rights groups that he was torturing animals cruelly for crackpot science. "Millions of people have to work with computers every day and nobody makes any fuss about it. Millions more listen to rock-and-roll, drink floridated water and eat Wonder Bread and nobody complains. Yet they pick on my important work. It makes no sense, no sense at all. Wait until the space aliens land, then they'll be sorry! What's this world coming to, anyway?" he sighed.

CRABAPPLE GETS CARRIED AWAY, SUES SELF

A recent unconfirmed report claims that Crabapple Computer, in a recent spate of litigation against competitors and former employees, accidentally sued itself. According to an anonymous source in the Sillycon Valley computer makers' legal department, the Alviso headquarters sued the Milpitas assembly plant, where the firm builds the Pippin computer, for trademark infringement.

"It was really funny how it happened," the source said. "About the time we were firing [ex-Crabapple Chairman Steven] Snobs, a new member of our junior staff got lost on the freeway and drove past the Pippin factory. When he got to the office, he told us how there was another Crabapple on the other side of the valley. We naturally assumed this was a new Snobs operation, so we sent a memo upstairs recommending legal action and they sent one back telling us to go ahead. Imagine how embarrassed we were when we found out we had sued our own plant!"

The source told us the suit was settled out of court. "I guess this is what you can expect now that Crabapple has more lawyers than engineers," she said.

When contacted, Crabapple general counsel Mike Mouthpiece claimed no knowledge of the incident. He also threatened to sue this reporter if any word of this story appeared in the press.

NEW ATARI ST PRODUCTS ANNOUNCED

Sillycon Valley entrepreneur Nolan Bushmills this week demonstrated a new mouse replacement for the Atari ST line of computers. The product works like the standard ST mouse but is cordless. A low-power radio transmitter in the device sends signals to a receiver plugged into the ST's mouse port. The transmitter is powered

by rechargeable batteries and plugs into any wall socket when not in use.

"I got the idea from those cordless joysticks Atari used to make. Now an ST owner can operate his computer from any place in the room," an enthusiastic Bushmills told reporters. "We are working on versions of this for the Amigo, the Pippin and the ABM PC."

When asked what he called the device, Bushmills replied, "Since it's like a mouse, only without a tail, we call it a 'Gerbill'."

Bushmills last work with rodents was his creation of Chuck E. Sneeze, an animated rat figure that served as a trademark for his unsuccessful foray into the pizza business. No release date was announced for the 'Gerbill'.

In other Atari product news, Illusion Systems of Visalia, California has developed a new utilities package for the ST. Created by Illusion programmers Stanley Laurel and Oliver Hardy, the product will be known as the L&H Foolkit. The package will provide automatic file deletion, directory overlay, protected memory cut-and-paste, selective track damage and random disk reformatting. The new programs will join Laurel and Hardy's other efforts in the Illusion Systems catalog. These include L&H Base, a Debased II clone, the Excess Letter Processor, which deletes excess letters from text files, and L&H Froth, a software development language for light programming tasks.

-Warren Lorente

Assembly Line

FRANK DANIEL

This month the subject of the article is the lesser used 6502 opcode commands. There is very little information on these codes and no ace hacker will tell you about them without the threat of pain. Some of these codes though, did show up on the very early C02 documentation.

These rarely use codes are:

PHY Push Y onto stack
 PHX Push X onto stack
 PLY Pull Y from stack
 PLX Pull X from stack
 BRA Branch always
 ERD Erase data block address in X&Y
 SPG Spew garbage on screen, normally accompanied by rude audio
 LCK Lock system 'til X&Y=0
 (regardless of power being on or off)
 CLP Clear program & all references to it. Will format source disk.
 INA Increment the accumulator
 DEA Decrement the accumulator

TTC Time 'Til next system Crash.
value in X&Y.
SRD Store Random Data at random
locations.
STZ Store zero
TRB Test reset bit
TSB Test set bit

There is very little documentation on these opcodes because of two well known phenomena. One is called 'never buy a car built on a Friday' syndrome, and the other is 'Yes, but what have you done lately?'.

The story goes like this. About the end of the chip's development, one of the designers got a few great ideas about a group of new instructions. Well he quickly wrote up the new specs. and sent them down to add to the next prototype.

Afterwards he went to the local watering hole for a short beer thinking he would document the new opcodes on Monday.

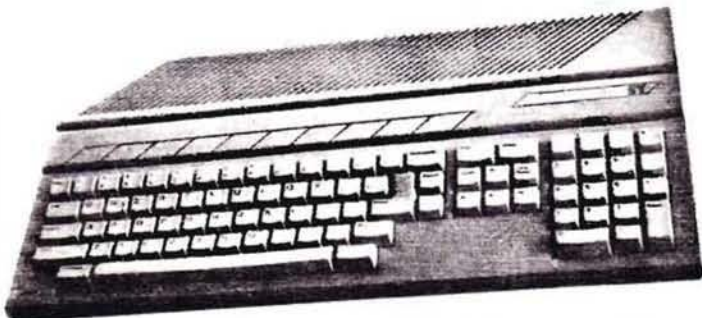
Now the day being a Friday, with the weekend coming up, he had a little more than a quick beer. As a matter of fact he drank so much that if anyone had checked his blood/alcohol.... Well he ended up in a stupor that normally can only be accomplished by having too much CHCl₃ in your C₂H₅OH. Suffice it to say he didn't make it back on Monday. As a matter of fact, he didn't start to remember his name until the chip had been in production for 3 months.

When he finally left the de-tox center and got back to work, he found he was about 5 months behind the present technological times. The company he worked for of course agreed, and threw him out on his ear rather than retrain him. (Well he hadn't done much lately, had he?)

There is a lesson to be learned here children. But I'll be darned if I can figure it out. Anyway, that's why you can't find any documentation on these opcodes.

By the way, don't worry about that electrical engineer. He's doing fine. It seems he got hooked up with a Moonie group, got programed, got de-programed, married his de-programmer and is now a priest in the holy order of the High Cholesterol. (They smear unsalted butter on their naked bodies every Friday before services). But that's another story.

ATARI® 130ST™ PERSONAL COMPUTER™



Buzzwords

CHRIS MAYERS
FARM JOURNAL MAGAZINE

BATCH: a "whole lot" — like the batch of biscuits my wife bakes for breakfast

BIT: the part of the bridle that goes in the horses mouth

BYTE: what the horse may try to do when you put the bit in its mouth

CALLING SEQUENCE: rules for a hollerin' contest

CHARACTER: Wendell Smith, up the road — he can make a dog laugh

CHIP: my son — my wife says he's off the old block

CONVERSION: what happens to some folks at our spring revival

DEBUG: picking beetles off the plants and dropping them into a can of kerosene

DEBUGGING AIDS: grandchildren

DISKETTE: what you do to a field after you plow it

DOCUMENTATION: what the vet does

ECHO CHECK: hollerin' twice from the same place

FIXED FIELD: It's ready to plant

GARBAGE: I haul it off myself

INPUT: labor, seed and fertilizer

JOB STACKING: working in the hayfield

KEYBOARD: the beam above the kitchen door, where we keep the keys

MAIN MEMORY: my wife's — she never forgets anything

MENU: It all depends on what's in season

MODEM: what I did with my oats before Job Stacking

OUTPUT: crop from my "input"

RAM: Ramses Rogers, down the road — drives a red pickup

ROM: Ram's twin brother — drives a red pickup too — can't tell'em apart except for their mufflers

Guest

CHIPMATE OF THE MONTH

NAME.....: Estie Maquina

BIRTHPLACE..... Silicon Gulch, California

BIRTHDATE.....: born yesterday

TURN-OFFS.....: bugs, having peripherals plugged into the wrong port, Inexperienced users, power spikes

TURN-ONS.....: mice, AC(externally), DC (internally), hard disks, a soft touch on the <RETURN> key

FAVORITE MOVIES.....: TRON, Electric Dreams, 2001 (HAL was cute), Wargames, Rocky XXIII

BOOKS READ.....: Data Plotting for Microcomputers, The Rise and Fall of Silicon Gulch, Perils of PASCAL, Hacker Handbook

FAVORITE MUSIC.....: Axel F, the sound track of Blue Thunder, Carnevil #9, and anything by Isao Tomita

AMBITIONS.....: 600 meg

FAVORITE QUOTE....²"E=ST" — Albert Einstein

(EDITOR'S NOTE: Estie's younger sister, Fyewenn, graced these pages last year in one of the most popular centerfolds the SLOP Journal has ever featured. Owing to Estie's reluctance to appear bareboard in a family computer publication, she is shown in these pages with her cover on.)

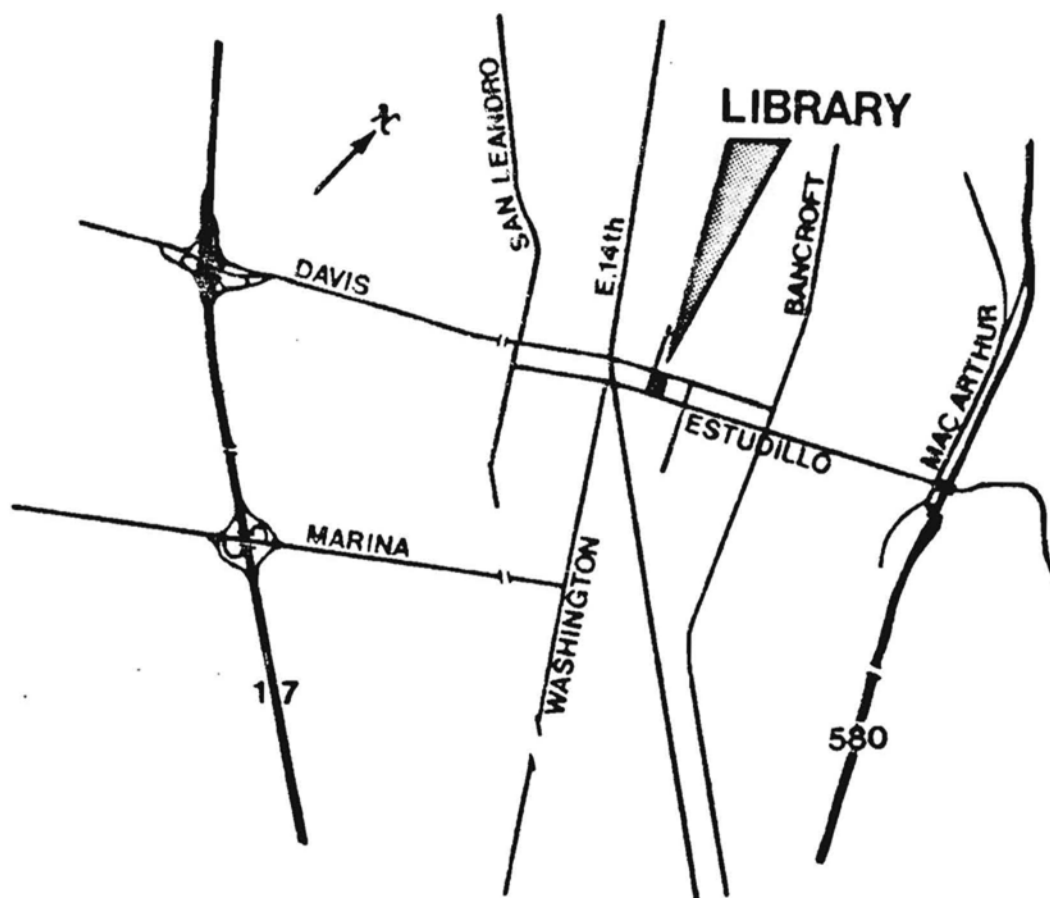


SAN LEANDRO COMPUTER CLUB

For ATARI Microcomputers

Main Meeting
San Leandro Public Library

1st Tuesday of the Month - 8:00PM

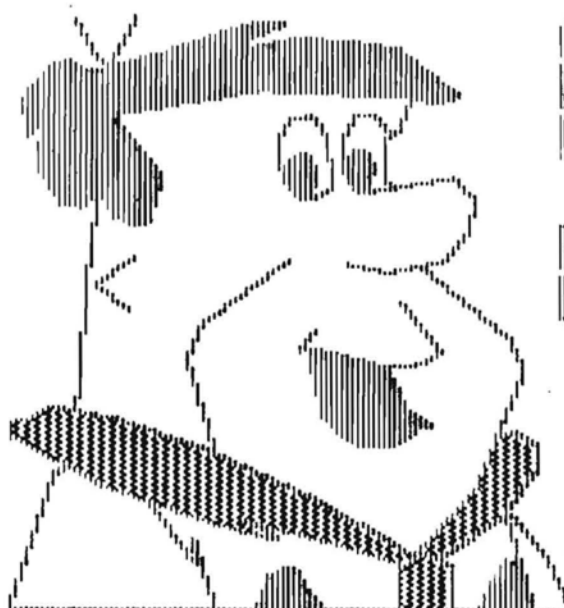


From Highway 17, go East on Davis Street.

From Interstate 580, go West on Estudillo Boulevard.

SUN MON TUE WED THU FRI SAT

APRIL 1986		1 8 pm <u>MAIN MEETING</u> S.L. Library 300 Estudillo	2	3	4	5 WEST COAST COMPUTER FAIRE APRIL 3 - 6
6	7	8 8 pm <u>ASSEMBLY SIG</u> for info call Frank 632-7181	9	10	11 Newsletter Deadline for info call Ron 537-3183	12 7 pm <u>MSIG/GAMEROOM</u> for info call Phil 351-2208
13	14 8 pm <u>SI MEETING</u> For Info Call Bob 352-8118	15 8 pm <u>BBS SIG</u> <u>ATR8000 SIG</u> for info call Mike 482-5061	16	17 8 pm <u>BASIC PRG. SIG</u> for info call Guy 582-5561	18	19
20	21	22	23 8 pm <u>EXEC. BOARD</u> closed meeting	24 8 pm <u>C SIG</u> For Info Call Bob 352-8118	25	26
27	28 8 pm <u>SI SOFTWARE SIG</u> For Info Call Bob 352-5528	29	30			



APRIL 26
BOB
&
MARTIN
MEETING

APRIL
1986
1-85

SLCC Interface

The SLCC Interface is available to all active club members for the purpose of announcing any club function, an item for sale, swap meets, or to be used as a question/answer forum. You may give any officer your contribution to the Interface, or you can leave it on "The Masthead" message base of the Key System BBS, (415) 352-5528, operated by Sysop Mike Sawley.

FOR SALE:

1983 IMPULSE, black, 51K+.
\$6,600
Contact Dick Scott at 887-8357.

WANTED:

Energetic individual(s) to edit the Journal for 2 months beginning in July. Your editors need a short vacation (to prevent further burnout). Contact Ron Seymour or Tom Bennett....soon.

SLCC BOOTH AT WEST COAST COMPUTER FAIRE

BOOTH NUMBER 702

APRIL 3 - 6, 1986

MOSCONE CONVENTION CENTER

SAN FRANCISCO, CALIFORNIA

SLCC ATARI CONFERENCE

SUNDAY, APRIL 6, 1986

11:00 AM TO 12:30 PM

ROOM #270

(Check conference schedule to confirm)

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